

Question # 1: What are the three types of reasoning?

- Deductive, Productive and Inductive
- Abdicative, Inductive and Deductive** Page # 89
- Inductive, Abdicative and Reproductive
- Productive, Reproductive and Deductive

Question # 2: Which of the following is not one of the goals of HCI?

- To produce usable systems
- To produce safe systems
- To produce non-functional systems** Page # 30
- To improve effectiveness of the systems

Question # 3: Web designers use the term _____ to describes the set of navigation elements that appear on every page of a site.

- Address Navigation
- Penitent navigation or global navigation** page # 287
- Both above
- None

Question # 4: The human eye has approximately _____ rods and _____ cones per eye

- 120 million , 6 million** Page # 56
- 190 million , 3 billion
- 150 billion , 6 million
- None of the given

Question # 5: Which of the following is considered as the most complex species?

- Humans** **Page # 18**
- Computers
- Animals
- Birds

Question # 6: Totality of characteristics of an entity that bear on its ability to satisfy stated and implied needs are called _____.

- Quality** **Page # 40** **also visit this link** [click here for more detail](#)
- Effectiveness
- Standard
- Quantity

Question # 7: Which of the following is not true regarding "cones"?

- A type of receptor in eye
- more sensitive to light** **Page # 56**
- different types of cones are sensitive to different wavelengths of light
- eye has approximately 6 million cones

Question # 8: Which of the following is a true statement?

- Human-computer interface specialists are user-centered and software engineers are system centered** **Page # 21**
- Human-computer interface specialists are system-centered and software engineers are user-centered
- Human-computer interface specialists and software engineers, both are system-centered.
- Human-computer interface specialists and software engineers, both are user-centered.

Question # 9: Which of the following is not true?

- Utility refers to the functionality of a system
- Usability is concerned with adding complexity to the system** page # 30
- Usability is concerned with making systems easy to use
- Poorly designed computer system can be extremely annoying to users

Question # 10: Formal methods are used to represent

- Architecture aspects of software systems only
- Procedural aspects of software systems only
- Both Architecture and procedural aspects of software systems** Page # 21
- None of the given

Question # 11: Which interface system is based on the question / answer dialogue?

- Command Line Interfaces
- Query interfaces** Page # 127 and 128
- Menus
- Natural Language Interfaces

Question # 12: Choice of operations and services are offered on the screen through _____

- Pointers
- Toolbars
- Menus** Page # 131
- None of the given

Question # 13: What will be the gulf of execution if the user is able to formulate and perform the actions easily;

- Smaller** **Page # 122**
- Greater
- Balanced
- None of the Given

Question # 14: Form-filling interfaces are used for

- data entry** **Page # 128**
- data integration
- data manipulation
- data definition

Question # 15: Which of the following is flaw in waterfall model?

- requirements change overtime** **Page # 150**
- maintenance can not be possible at the end
- testing should be done before requirements gathering
- All at the given

Question # 16: There are two aspects in which we can understand the nature of usability A. Strategic and Tactical. B. Efficiency and Strategy C. Tactical and Reliability D. Efficiency and Reliability

- Only A** **Page # 143**
- Only C
- A and D
- B and C

Question # 17: Once the user input into system, the input language is translated into the language as operations to be performed by the system.

Task

Core **Page # 123**

Both

None of the above

Question # 18: User and system has its own unique language the language used by the system is called _____.

Core **Page # 123**

Task

Both

None of the above

Question # 19: Which of the following is used to toggle between two states?

check boxes

Radio buttons **Page # 133**

Toolbars

menus

Question # 20: Which of the following is a text entry device?

Keyboard **Page # 110**

mouse

monitor

touch pad

Question # 21: "Mistakes" and "Slips" are two forms of

Errors **Page # 100**

- goals
- evaluation
- objectives

Question # 22: The _____ model should match the _____ model.

User, conceptual

Conceptual, mental **Page # 94** [Click here for more Detail](#)

- Mental, central
- Conceptual, central

Question # 23: Which of the following is/are aspect(s) of human action?

execution and evaluation **Page # 99**

- evaluation and efficiency
- efficiency and execution
- efficiency

Question # 24: Building things from user's perspective is called

Functionality

Usability **page # 31**

- Portability
- None of the given

Question # 25: Certain factors that help us to interact with graphical based systems

- Indirect manipulation
- Direct manipulation**
- Both
- None of the given

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Question # 26: If you are taking lecture and suddenly you hear music or voices from the other room. It is called?

- Focused attention
- Divided attention
- Voluntary attention

Involuntary attention

Page # 70

Question # 27: Which of the following is a long-term individual difference?

- Age
- Sex**
- Fatigue
- Color

[Click here for more Detail](#)

Question # 28: _____ refers to how good a system at doing What it is supposed to do?

- Safety
- Usability
- Efficiency

Effectiveness

Page # 31

Question # 29: As a software designer, which aspects guide you to think about the Way in which the user and the idiom interact?

- Tactical
- Manual
- Technical

Strategic **Page # 143**

Question # 30: The way people carry out an activity in the real world is same as how it may be observed in the laboratory

- True

False **Page # 256**

Question # 31: Adeel renders financial services in “ABC” bank .He specialized in his field. What he is called as from the following?

- Society of manufacturing engineer (SME)

Subject matter expert (SME) **Page # 168**

- Small and medium enterprise (SME)
- Subject master engineering (SME)

Question # 32: _____capture the non-verbal dialogue between artifact and user over time.

- Persona

Scenario **Page # 199**

- Dialogue
- Design model

Question # 33: Scenario content and context are derived from information gathered during _____ the phase and analyzed during the _____ phase (respectively)

- Modeling, implementation
- Modeling, Research
- Research, implementation

Research, modeling **Page # 100**

Question # 34: What is a semantic network?

A model of long-term memory **Page # 82**

- A record of our memory of events
- The part of the brain which allows us to remember things
- A mechanism for improving memory

Question # 35: Which of the following steps is NOT the process of defining the interaction Framework?

- Defining form factor and input methods

Defining Images and maps **Page # 205**

- Defining functional and data elements
- Constructing key path scenarios

Question # 36: Which of the following is least likely to be revealed by a paper prototype?

- Your users don't know the term algorithm

Toolbar buttons are too small to press [Click here for more Detail](#)

- The Help menu isn't in the right place
- Radio buttons are too small

Question # 37: Recalling password is _____ Work.

Logical

Mnemonic **Page # 212**

Physical

Structural

Question # 38: _____ patterns can be applied at the conceptual level

Postural **Page # 217**

Structural

Behavioral

Mnemonic

Question # 39: The _____ suggests identifying goals and questions first before selecting techniques for the study.

RVM model

DECIDE framework **Page # 367**

Usability testing

Field study

Question # 40: Exploring how children talk together in order to see if an innovative new groupware product would help them to be more engaged would probably be better informed by a _____

Usability testing

Field study **Page # 264**

Predictive evaluation

DECIDE framework